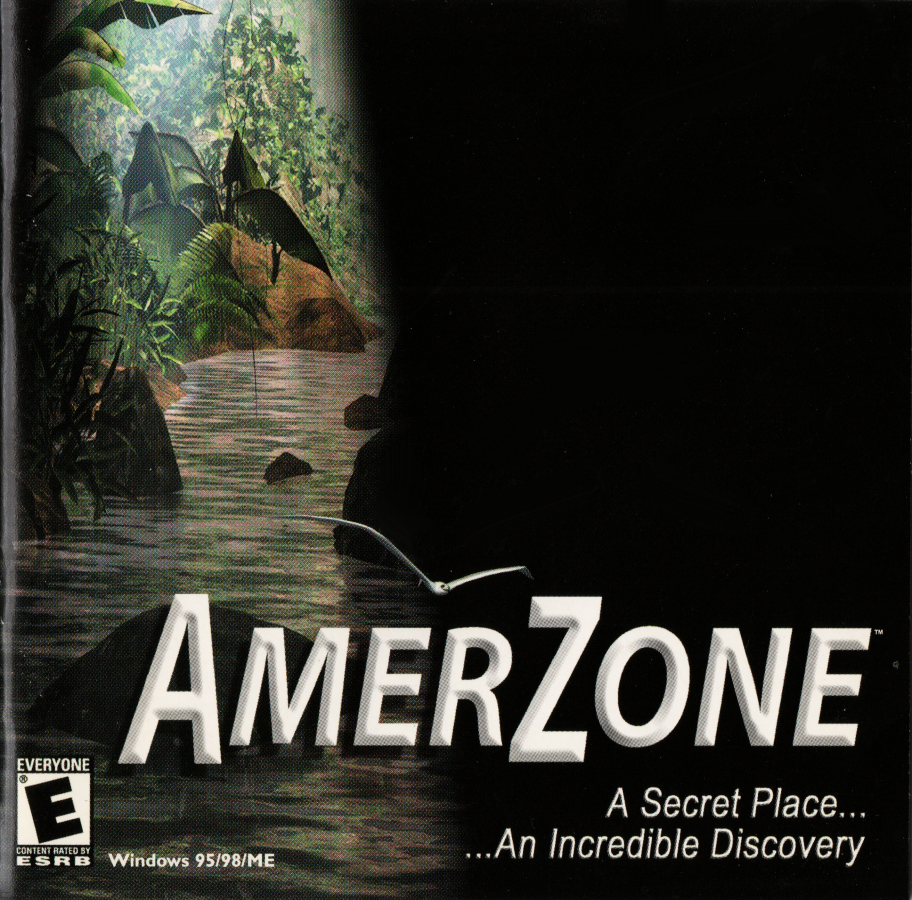


A lush jungle scene with a river, rocks, and a bird in flight. The scene is dimly lit, with a bright light source from the left illuminating the foliage and the water. A large, dark rock is in the foreground on the right, and a bird is flying over the water in the center.

AMERZONE™

EVERYONE



CONTENT RATED BY
ESRB

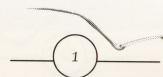
Windows 95/98/ME

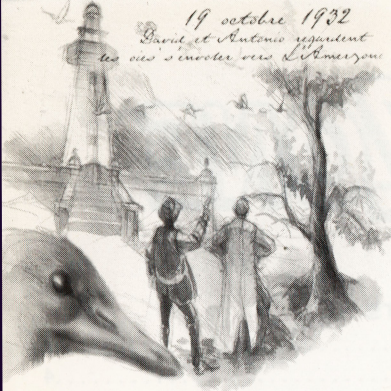
*A Secret Place...
...An Incredible Discovery*

AMERZONE™

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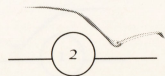




AMERZONE™

Playing Amerzone will plunge you into the middle of a thrilling adventure story set in breathtaking surroundings. The richness of its storyline, the fabulous graphics and spectacular animation will immerse you in an experience beyond compare.

Play a journalist, charged with a mission to fulfill the last request of the famous explorer, Valembois - return a sacred living artifact, stolen by the Explorer many years ago, to its rightful owners and restore harmony once again. Use the clues he gives you, as well as his journal, to discover the fantastic machinery he has created and to find your way to the Amerzone Jungle, for it is here that your true adventure begins.

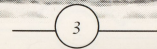


According to legend, the 'White Birds' hold the secret to eternal life and prosperity. Offered to the Native Americans as a gift from the gods, these amazing creatures are born to live and die in the sky without ever landing.

Until now, the whereabouts of the original sacred egg of the White Birds has been a mystery. And since the time of its disappearance, the tribe has suffered under a merciless curse, bound to affect all of mankind.

It is now up to you to return the mysterious and sacred artifact, and put an end to the suffering.

Embark on the adventure of a lifetime as you discover the secrets of the Amerzone jungle and the mystery behind the legend of the 'White Birds.'



MINIMUM SYSTEM REQUIREMENTS:

Windows 95/98/ME
Pentium 200 MHz
32 MB RAM
4x CD-ROM Drive
4 MB DirectX™ Compatible Video Card
Sound Blaster™ Compatible Sound Card

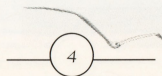
INSTALLATION INSTRUCTIONS:

Note: It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert CD1 into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive.

If the auto-run mode on your computer is disabled, input the following:

- a) At the Windows desktop, click on 'Start.'
- b) Select 'Run' and type the letter of your CD-ROM drive and setup.exe (i.e.: d:\Setup.exe).



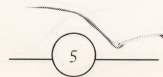
3. If you do not have DirectX™ installed on your computer, the installation program will install DirectX™.

4. To launch the game, click the shortcut on your desktop, or, at the Windows desktop, select: Start→ Programs → Amerzone → Launch Amerzone.

UNINSTALL INSTRUCTIONS:

To uninstall Amerzone, complete the following actions:

1. Insert CD1 into your CD-ROM drive.
2. At the Windows desktop, select:
Start→ Programs → Amerzone → Uninstall Amerzone.





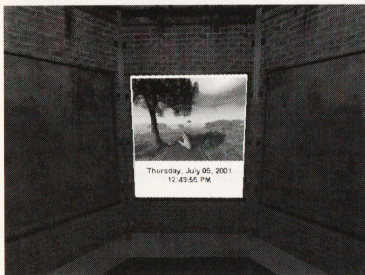
THE MAIN MENU:

At the Main Menu, you will be able to: load a previously saved game, save your game, start a new game, access the Options Menu or quit out of the game.

LOADING A SAVED GAME:

To load a previously saved game, press the 'Esc' key during gameplay and you will be taken to the Main Menu. Select 'Load.' Select the game you wish to load by clicking on the image of the saved game and you will return to that part of the game.

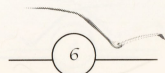
To leave the Load Menu without loading a game, move your cursor to the ceiling of



the load screen and when the arrow cursor appears, click to return to where you left off in gameplay.

SAVING A GAME:

To save your game, press the 'Esc' key during gameplay and you will be taken to



the Main Menu. Select 'Save.' Click on an available slot and your game will be saved in that slot. You will then return back to gameplay.

You may save over a saved game by clicking on the image of a previously saved game. Your new saved game will take its place, and you will then return back to gameplay.

STARTING A NEW GAME:

At any time during gameplay, should you wish to restart the game from the beginning, press the 'Esc' key and you will be taken to the Main Menu. Select 'New Game.'

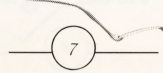


OPTIONS:

To adjust the gameplay volumes or the speed of navigation (rotation), press the 'Esc' key when in gameplay to access the Main Menu. Select 'Options.'

Adjust the volume level or navigation speed by placing the cursor to the left or right of the plank bars.

When you have made the changes in the Options Menu, move your cursor to below the plank bars until the cursor becomes an arrow to return to the Main Menu.



Click your cursor into the light garden area of the Main Menu to return to where you left off in gameplay.

TO QUIT THE GAME:

To quit the game, press the 'Esc' key to access the Main Menu. Select 'Quit' to exit the game.

INVENTORY:



As you journey through the adventure there will be items for you to find. When you have found an inventory item, click on it and the item will automatically go into your inventory.

The inventory menu is accessed by a right-mouse click.

To hide the inventory menu, move your cursor over the backpack and click when the cursor becomes an arrow.

To select an item from inventory, click the right-mouse button to access the inventory menu and select the inventory item you wish to use by clicking on it. Click on the backpack to return to gameplay.

If the inventory item you selected is the correct one for use in that situation, it will become your cursor when you return to gameplay. If it is not the correct item, you will not see the inventory item when you return to gameplay.

Note: to view more pages of a written document, place your cursor at the bottom right corner of the document and click to turn the pages. To exit the document, place your cursor at the bottom left of the document.

CURSOR DESCRIPTIONS:



Indicates that no action is possible



Indicates that you may move in that direction



Indicates that the character will speak to you



Indicates that an inventory item is required



Indicates that you may closely examine this item or area



Indicates that you may grasp or use this item



Indicates that you may turn the pages of this document



Indicates that you may exit this view or menu



FIRST FIVE MINUTES OF GAMEPLAY:

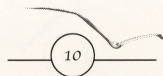
After the introductory movie, make your way to the lighthouse in the distance. Take the letter sticking in the mail slot. It will go into your inventory. Open the gate and approach the lighthouse door.

Enter the lighthouse. On your left, next to the front tire of the bicycle, is a hammer. Take it into inventory.

Turn slightly right and climb the stairs, turning left on the landing to arrive in the kitchen area on the first floor.

Turn to face the center of the room and, sitting at the table, you will see the old Explorer. Approach him and, when you are close enough, you will receive the conversation icon. Click the icon to listen to the old Explorer lament about his not being able to complete the expedition he so carefully planned. He asks you to take on the task of returning the sacred egg back to Amerzone.

Turn to the left and approach the phone on the wall. Pick up the receiver and dial the telephone number of the museum. (The number can be found on the letter you picked up in the mail slot by the front gate, which is now in inventory.)
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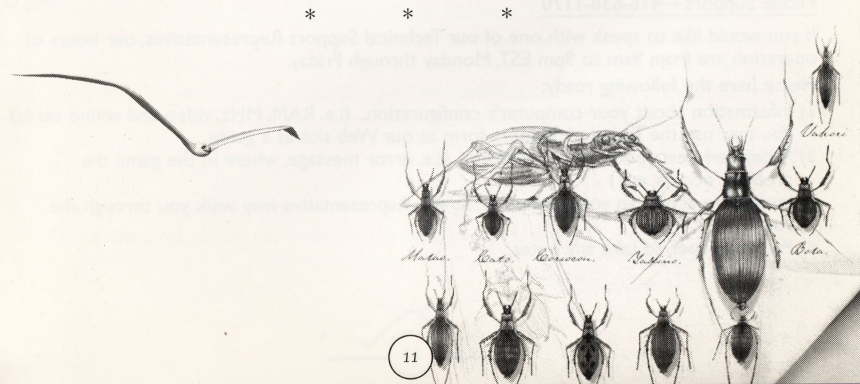
After you listen to the curator of the museum, who seems to be quite upset, exit the view and turn to the right. Approach the cupboard to the left of the Explorer.

Click to get a close up of the slightly open drawer and click to take the two letters that are inside. They will go into your inventory.

Turn to face the middle of the room and look up at the circular staircase to climb the stairs to the second floor.

When you arrive on the second floor, in front of you is a desk. Take the Explorer's journal. To the right of the desk are ladder-stairs. Climb them. Examine the document on the table, and take it into inventory.

Climb back down the ladder-stairs, and then take the circular stairs to the third floor.



TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support – <http://www.dreamcatchergames.com>

Please visit the Technical Support section of our Web site at www.dreamcatchergames.com. We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing. (i.e. error message, where in the game the problem occurs, etc.) This will help our Representatives find a solution much quicker.

Email Support – techsupport@dreamcatchergames.com

A Representative will return your email by the following business day. Please be as detailed as possible, providing information about your computer and a detailed description of the problem you are experiencing. You may also use the Technical Support form at our Web site for more efficient service.

Phone Support – 416-638-1170

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

- 1) Information about your computer's configuration. (i.e. RAM, MHz, video and sound cards)
You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem. (i.e. error message, where in the game the problem occurs, etc.)
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

PRODUCT WARRANTY:

DreamCatcher will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US\$8.00 to cover postage and handling fees. (Please Note: Add US\$2.00 for each additional disc.)

Please be sure to include the following:

- * Full Name
- * Address, City, State/Province, Zip Code/Postal Code, Country
- * Telephone Number
- * Email Address (if applicable)
- * Product Name(s)
- * Brief note describing the problem

Mail To:

DreamCatcher
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
U.S.A.

LICENSE AGREEMENT

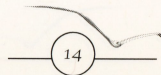
By using AmerZone™, you agree to the terms of the Software License located on the CD-ROM.

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EPILEPSY WARNING:

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

STANDARD PRECAUTIONS WHEN PLAYING VIDEO GAMES:

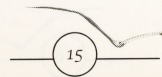
Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.

Play video games on a small screen (preferably).

Avoid playing if you are tired.

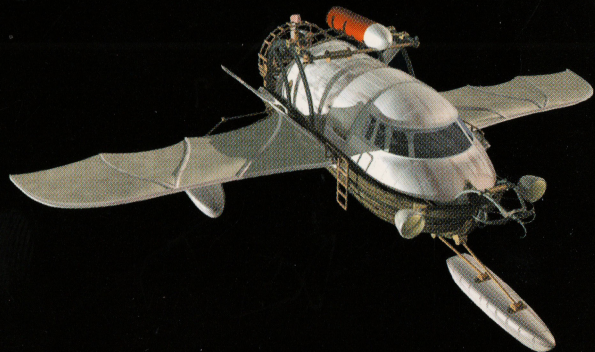
Make sure that the room in which you are playing is well lit.

Rest for a period of 10 to 15 minutes for every hour you play a video game.





NOTES:



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ADVENTURE
COMPANY™**

www.dreamcatchergames.com